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Title: Atlantic Quest News VI

Author: Marc Ghard

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A few nights ago the
Minoc Obsidian Post
was taken by Lady
Laene & dumped into
the east oceans. Later
into the night the
Serpent's Hold post
was wan by Nostur'yl
after a grewsome
battle.

On Sunday evening,
Nostur'yl tried to open
the gate to the abbyss
with only 7 of the 8
posts. However, he
failed and brought
about nothing but Hell
Hounds.

Wanderer of the

Underworld,

-Marc Ghard

THE VIRTUES:

WHAT THEY ARE, &

WHICH ON IS FOR

YOU.

The Eight Virtues are
a set of roles that Lord

British set up for the
citizens of Britannia
to live by. The
Following article is
part one of a four part
story that describes
The Eight Virtues. In
part one the 2 virtues
are Honesty &
Spirituality
HONESTY

Honesty describes
someone with the
heart to tell the Truth
at all times. Lord
British created this
Virtue because he felt
that all citizens
should never tell
someone anything but
what is true. Someone
who follows Honesty
has these traits:

- + Honest
- + Reliable
- + & Trustworthy

Honesty is made up
with the principle of
Truth. If you describe
yourself with this
Virtue, maybe you
should join up with
The Moonglow Council
of Honesty, which
follows this Virtue.
The color of Honesty
is Blue.

SPIRITUALITY

Spirituality describes
someone with the
heart to help. May it
be a young person who
is in need of wares, or
a wounded warrior
who needs to be
healed. A spiritual
person does not think
about helping, he must
react quickly as if a
stranger was his best
friend. A Spiritual
person has these
traits:

- + Humble

+ Kind
+ Well Mannerd
+ & Spiritual
Being Spiritual means
that you meditate
often, & care for all
of The Eight Virtues.
Spirtuality is made up
of all of the Three
Principles Truth,
Love, & Courage.

If Spirituality is you
Virtue, mayhap you
should start up the
Skara Brae Council of
Spirituality, for Skara
Brae is the City of
Spirituality.
White is the Color of
Spirituality.
-Brother of the
Wraith,
Jack Ghard, Reporter.
Avarunn, City of the
Nrc

-----AQN-----
Just the other day I
was traveling to the
Trinsic Swamps, in
Trammel, when
I
happened upon an
ancient cemetery,
which was
surrounded by
buildings
all
sharing the same
symbol on their sign. I
found this quite
intriguing
and so
decided to explore a bit
more. The first one I
entered, a large
tower, was
titled "Avarunn City
Hall -The Cult of
Infernal
Necromancy."

I had heard of
this Cult and knew
that they studied the
Black Arts so I

was a bit concerned
upon entering the
building, but my
curiosity got the
best of me. The first
floor seemed normal
enough, even quite
nice. There
were many places to
sit
and share a
conversation, plenty
of light, rugs
and even flowers. I
continued
up the tower only to
find that the first
floor was just a ruse
for what
horrors were housed
here.

The second
chamber
was a torture room or
jail cell
of some sort. The
smell was absolutely
unbearable, coming
from decaying
bodies, I raced up the
steps to escape
it. The third floor was
also quite
pleasant; a bedroom
with many flowers
from different men,
valentines
scattered about, art
work here and there.
You could tell that the
woman that
lived here was quite
appreciated by
the men. I continued
up the stairwell,
but an odd odor wafted
down, somewhat
like Iron. I reached the
top and could
not believe what I saw
before me.

'Twas a pool of Blood!
With body parts in
it no less! I was
completely
aghast and had to flee

the place immediately.
I
decided mayhap the
rest
of the town would not
be so grim and
continued on.
The small marble to
the east of the tower
was a rune library,
and although a
bit grim, 'twas
nothing compared to
what I had just seen.
The small tower to
the south
of that was a personal
abode, as was the
small tower just to the
east.

I headed over to the
west side of the
graveyard and
happened upon a
tavern.
I could use a drink so I
opened the door and out
came the vilest
stench
I had ever smelled,
rotting corpses and
entrails lay about the
place.
'Twas
covered in black
fabric and skulls and
bones scattered the
floor. To say the least
I fled there as well. I
headed a bit
north to another small
marble
which was "A house
of Poison."

It too was
quite ghastly. The log
cabin to the north of
that
was quite nice
however, housing a
professional carpenter
selling his wares. I
was unsure if this
was all so I headed
south again

only to find a Castle. It
'twas the Avarunn
Town Square, though
under construction, by
the look of it I assume
it will become a
Vendor Mall of sorts.
To the
east of this castle was
another large tower,
the home of The
Ratskins. It was also
dire inside, just as
the rest of the town
had been. Though by
this time I
was not surprised.
Although now that I
look back I should not
have been surprised at
all since it was run by
the Infernal Cult.

The few persons I met
there were quite
friendly, however I
wonder if that
was just a ruse as
well. I have heard
since that many an
event will be held
there. I will
definitely keep my
eye on it and its
darkness within.
-A traveler.
Thanks,
Wanderer of the
Underworld,
-Marc Ghard

I hope you enjoyed it.

Walk in Darkness.

Wanderer of the
Underworld,
Marc Ghard
Editor, AQN